

## ABSTRACT OF THE DISCLOSURE

5 A method of performing the multiplexing of data streams in a packet network by initializing the address pointers in an output queue to point to their own addresses. Then, select a data packet from an input queue and determine whether the preferred location for its pointer in the output queue is occupied. If that location is occupied, go to the address pointed to by the address pointer for that location, and if not occupied, store the pointer to the input stream data in that location.